

What is claimed is:

1 1. A method for presenting a status of an object in a three dimensional graphic display,
2 comprising:

3 determining a value of a property associated with an object;

4 determining a status indicator associated with the property;

5 generating a status indicator representing the property associated with the object; and

6 displaying the status indicator relative to the object.

1 2. The method of claim 1, wherein the status indicator has a translucent quality.

1 3. The method of claim 1, wherein the status indicator has a reflective quality.

1 4. The method of claim 1, wherein the status indicator is depicted as a bar.

1 5. The method of claim 4, wherein at least one dimension of the bar represents the value of
2 the property.

1 6. The method of claim 1, wherein the status indicator is depicted as a quantitative indicator.

1 7. The method of claim 6, wherein the quantitative indicator is a gauge.

1 8. A method for presenting a user selected status of an object in a three dimensional graphic
2 display, comprising:

3 receiving a request to select a property of an object for display;

4 displaying at least one property which may be displayed for the object;

5 receiving a selection of a property;

6 determining the value of the selected property for the object;

7 generating a status indicator based on the value of the selected property; and

8 displaying the status indicator relative to the object.

1 9. The method of claim 8, wherein the step of generating includes automatically
2 determining the form of the status indicator.

1 10. The method of claim 8, further comprising receiving a selection from the user
2 determining the form of the status indicator.

1 11. The method of claim 8, wherein the form of the status indicator is a bar graph.

1 12. An apparatus for presenting a status of an object in a three dimensional graphic display,
2 comprising:

3 a processor;
4 a memory connected to said processor storing a program to control the operation of said
processor;

5 the processor operative with the program in the memory to:

6 determine a value of a property associated with an object;
7 determine a status indicator associated with the property;
8 generate a status indicator representing the property associated with the object;

9
10 and

11 display the status indicator relative to the object.

12 13. An apparatus for presenting a user selected status of an object in a three dimensional
14 graphic display, comprising:

15 a processor;
16 a memory connected to said processor storing a program to control the operation of said
processor;

17 the processor operative with the program in the memory to:

18 receive a request to select a property of an object for display;
19 display at least one property which may be displayed for the object;
20 receive a selection of a property;
21 determine the value of the selected property for the object;
22 generate a status indicator based on the value of the selected property; and

12 display the status indicator relative to the object.

1 14. An apparatus for presenting a status of an object in a three dimensional graphic display,
2 comprising:

3 means for determining a value of a property associated with an object;
4 means for determining a status indicator associated with the property;
5 means for generating a status indicator representing the property associated with the
6 object; and
7 means for displaying the status indicator relative to the object.

1 15. An apparatus for presenting a user selected status of an object in a three dimensional
2 graphic display, comprising:

3 means for receiving a request to select a property of an object for display;
4 means for displaying at least one property which may be displayed for the object;
5 means for receiving a selection of a property;
6 means for determining the value of the selected property for the object;
7 means for generating a status indicator based on the value of the selected property; and
8 means for displaying the status indicator relative to the object.

1 16. A computer-readable storage medium encoded with processing instructions for
2 implementing a method for presenting a status of an object in a three dimensional graphic
3 display, the processing instructions for directing a computer to perform the steps of:

4 determining a value of a property associated with an object;
5 determining a status indicator associated with the property;
6 generating a status indicator representing the property associated with the object; and
7 displaying the status indicator relative to the object.

1 17. A computer-readable storage medium encoded with processing instructions for
2 implementing a method for presenting a user selected status of an object in a three dimensional
3 graphic display, the processing instructions for directing a computer to perform the steps of:

4 receiving a request to select a property of an object for display;

5 displaying at least one property which may be displayed for the object;
6 receiving a selection of a property;
7 determining the value of the selected property for the object;
8 generating a status indicator based on the value of the selected property; and
9 displaying the status indicator relative to the object.